

Title: Elemental Daemon Spell

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This powerful and unique spell was first devised by Yrac Romuru, a solitary Wizard whose home was located in the Eastern swamp lands which are now part of Britain, roughly 600 years ago. A noted Elemental Mage, he habitually used summoned Elementals to act as servants and soldiers - they were cheaper, more reliable and easier to acquire than human or humanoid servants. The difficulty of maintaining them safely (and permanently) on this Plane, however, was one to which he devoted much time, eventually arriving at an elegant solution; by encasing an Elemental in mortal-seeming flesh, he could create a servant of far greater usefulness.

Casting Elemental Embodiment requires the Mage to build a summoning-chamber - if a suitable room is not already available in his/her stronghold or tower - and to carve and inlay a permanent Binding Circle (a pentagram is most usual, but other configurations are possible) in the centre of the floor. The inlay, which must be inserted into grooves at least 1" deep, varies depending on the type of Elemental to be summoned; marble for Earth, red gold for Fire, white gold for Air and

crushed sapphire for Water - total cost for constructing the Circle should be approximately 10,000 gp.

If the spell succeeds, the Elemental is bound into a human or humanoid semblance, according to the will and imagination of the caster. This form may be male, female, young, old, human, Elf, Dwarf, Goblin - whatever the caster chooses. Once chosen, this shape cannot change, although additional forms may be applied to the same Elemental by successive castings of Elemental Embodiment - an Elemental with multiple forms can switch between them at (its masters) will. These subsequent castings do not involve a battle of wills, requiring only that the target stand within the Circle while the spell is cast.

An Embodied Elemental ("Embele" is the usual diminutive, although "Daemon" is often [inaccurately] used, since it sounds more impressive) is effectively a new species of being; it is no longer considered a "summoned" creature, since it now dwells almost entirely on the Prime Plane, although Unsummon spells can still banish it.